**ID/NAME** CB24153/Hendianto Mohammad Farid

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| **TOPIC** | **CHAPTER 1: INTRODUCTION TO PROJECT MANAGEMENT**  **CHAPTER 3: PROJECT ORGANIZATION** |
| **TIME** | 2 hours |
| **MARK** | 5 |
| **INSTRUCTION** | 1. This work should be done individually. 2. Submit the answers on Kalam into the correct directory of your section. 3. Save as **pdf** file and set name your file as “**ID\_SECTION#\_ASGN2.pdf**”   **e.g CB20001\_1A\_ASGN2.pdf** |
| **TASK** | **TASK INSTRUCTIONS**   1. You need to select one of your team member project, interview and discuss with him/her regarding on two activities in Initiation Phase:  * **Develop Project Charter**. * **Identify the Stakeholder (involve in developing, affected direct & indirect)**      1. After interview and discussion session, you need to fill in the related project charter info (except item 1.8 & 1.9) of your selected team member’s into Appendix 1 - Project Charter Document. 2. You also need to record your interview and discussion using gmeet and paste the gmeet link into Appendix 1.   All the best. |

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**APPENDIX 1: PROJECT CHARTER DOCUMENT**

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| **Project Management Document** | | |
| Name | | Bintang Toar Tondok Andi |
| Matriculation No | | CB24152 |
| gmeet interview & discussion link | |  |
|  | | |
| **PHASE I: INITIATON** | | |
| 1 | Project Charter | |
| 1.1 Project Name | V.I.X.E.V.I.A. (Virtual Interactive and Xpressive Entertainment Visual Idol Avatar) |
| 1.2 Description | An AI-powered Virtual YouTuber (Vtuber) utilizing Google's Gemini language model to create engaging, personalized, and context-aware interactions. |
| 1.3 Objectives | * To make Waifu real with AI based * To move on after breakup * To create a captivating and lifelike virtual personality that can engage with users through natural conversations, visual interactions, and multimedia experiences. |
| 1.4 Date / Time | 1st of October 2024 Until 1st February 2024/ 6 Months  Hendianto Mohammad Farid Hendianto |
| 1.5 Project Manager | Hendianto Mohammad Farid |
| 1.6 Deliverables | * A desktop application (Executable on multiplatform) * User Manual (pdf) * Live2D models (*default –* inside on applications) * LLM Models (*default –* inside on applications) |
| 1.7 Organization Structure |  |
| 1.8 Risk / Limitation | - |
| 1.9 Cost | - |
| 2 | Stakeholder | **People Involved in the System:**   * Development team (Project Manager, Software Developer, AI Engineer, Graphic Designer [Modelling and Rigging], Software Quality Assurance, Cyberteam Security) * Google Cloud Platform * Open Source Contributors (Other developer outside development team) * Hardware Providers   **People Directly Affected by the System**   * Users and Community   **People Indirectly Affected by the System**   * VTuber Agencies * Entertainment Industry |